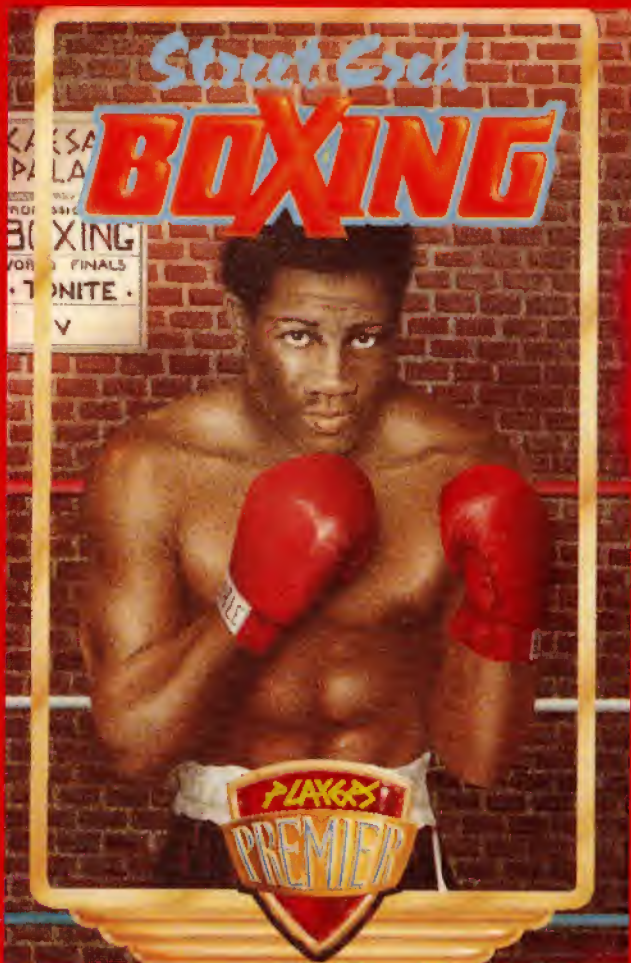




COMMODORE 64/128



DISK

Remove all external cartridges before loading the game. Insert the disc in your disc drive. Type LOAD "****",8,1 The game should load automatically.

Please follow all on screen prompts.

PART 1: TRAINING (EAST SIDE STYLE)

Before going up against the West-sides toughest fighters, you must first, ensure that you and your buddies have got what it takes. To qualify each of your six boxers you must complete a gruelling physical test. You must waggle your joystick, in a left, right, left, right motion until the boxing gloves shown at the bottom of the screen turn yellow. The more fighters you qualify, the more lives you are given in the subsequent sections.

PART 2: THE GYM

Joe Lebrinski has left you and your buddies in charge of the gym. Just as you are about to lock up, six mean looking West side street fighters arrive. You can see that they are looking for trouble. You soon realise what they are up to: their yuppie masters have ordered them to smash up Joes equipment, forcing him out of business. Only you and your comrades stand in their way.

PART3: THE REVENGE

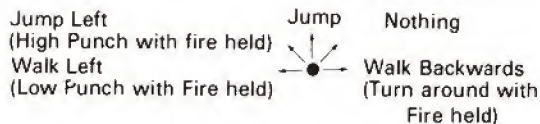
Once all the enemy fighters have been defeated you decide to find the yuppies and politely ask them to stop their bullying. You and your wounded buddies must battle your way to the West-side, defeating anyone who crosses your path.

CONTROLS

Spectrum/Amstrad: You may select your control method from the title page. The game supports most joysticks and has a user definable keys option.

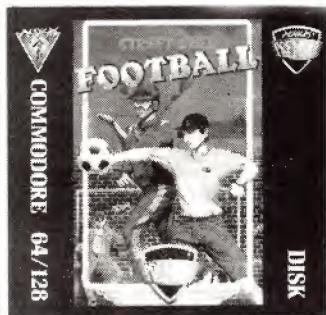
C64: Use a joystick in port 2.

Controls operate when facing left, reverse controls when your fighter is facing right.



Press Space to pause: Fire resumes play.

ALSO AVAILABLE





STREET CRED' BOXING

Joe Lebrinskis famous Lower East Side boxing gym is under threat. He needs \$50 000 to save the building from a consortium of evil yuppie executives. You and your fellow East Side buddies must go up against the yuppies tough West Side fighters.

Features include: training, sparing and street fighting action sequences.



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